

## Background of Kenny Rubin





### Scenario

- Our company has decided to use agile
- We get training and maybe some coaching
- After six months, management wants to know:
  - "How are we doing at adopting agile?"



## Some specific questions

- Are we where we should be?
- In which areas do we need to improve?
- ▶ In which areas are we excelling?
- ▶ How are we doing relative to others?
- ▶ How are we doing relative to our competitors?

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## We need an assessment framework

- ► An instrument for "measuring" agility
- Desirable attributes
  - Must evaluate multiple dimensions of agility
  - Must lead to actionable recommendations







# Seven assessment dimensions

Teamwork

#### Requirements

- ▶ Planning
- Technical practices
- Quality
- Culture
- Knowledge creation







## Assessment philosophy

- Not trying to determine maturity levels
- Organizations do not need to be perfect
  - Only better than their competitors
- Lead to the idea of a Comparative Agility Assessment
  - "How am I doing compared to my competition?"



### Assessment approaches

#### Consultative

- Administered to a team of people by a consultant
- Consultant fills in the questionnaire based on responses collected during interviews
- Self-administered
  - Individuals working on projects complete survey
- ▶ Survey found at:
  - www.ComparativeAgility.com

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**Agile Experience of Respondents** 

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Number of People on Project





#### Scope of the Survey Response

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## Industry Data – (481 Surveys) Agile Web Development

- Much more likely to have co-located teams (+0.28 std dev)
- Less likely to do planning (-0.11 std dev)
- Technical Practices
  - More likely to do:
    - Pair programming (+0.1 std dev)
    - Continuous integration (+0.11 std dev)
    - Collective Code Ownership (+0.1 std dev)
  - Less likely to have:
    - Coding standards (-0.1 std dev)
  - Less likely to take time to reflect (-0.2 std dev)









Industry Data – Large Team Sizes						
(Continued)						
Characteristic	11-25	26-50	51-100	> 100	2	
Continuous	0.01	0.06		0.07		

Continuous Integration	0.01	0.06		0.07	
Automated Unit Testing	0.06	0.03			
Customer Acceptance Tests	0.04				
Collective Code Ownership	0.05				
Team member Location			0.05		



### Exercise

- ▶ Rationalize industry trends
  - Why are some aspects of agile more easily and/or readily accepted than others?
  - What aspects of agile should we focus on, as an industry, to improve results?





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## How does a company use this data?

- Stock their improvement backlog with items for teams (including non-delivery teams) to work on
- Identify Big Hairy Audacious Goals (BHAGs) to ask teams to meet
  - Identify leading and lagging indicators of success to gauge and measure progress



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## Exercise

- ▶ Analyze results in the exercise handout
- Create an improvement backlog with items for this team







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## How you can participate



- Visit the website for details:
  - <u>www.ComparativeAgility.com</u>
- Take the survey, its free!
  - Immediately get a report summarizing your answers
- If you want to take it as a team, request a special "collector"
- Community feedback process for Comparative Agility II feedback.comparativeagility.com

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